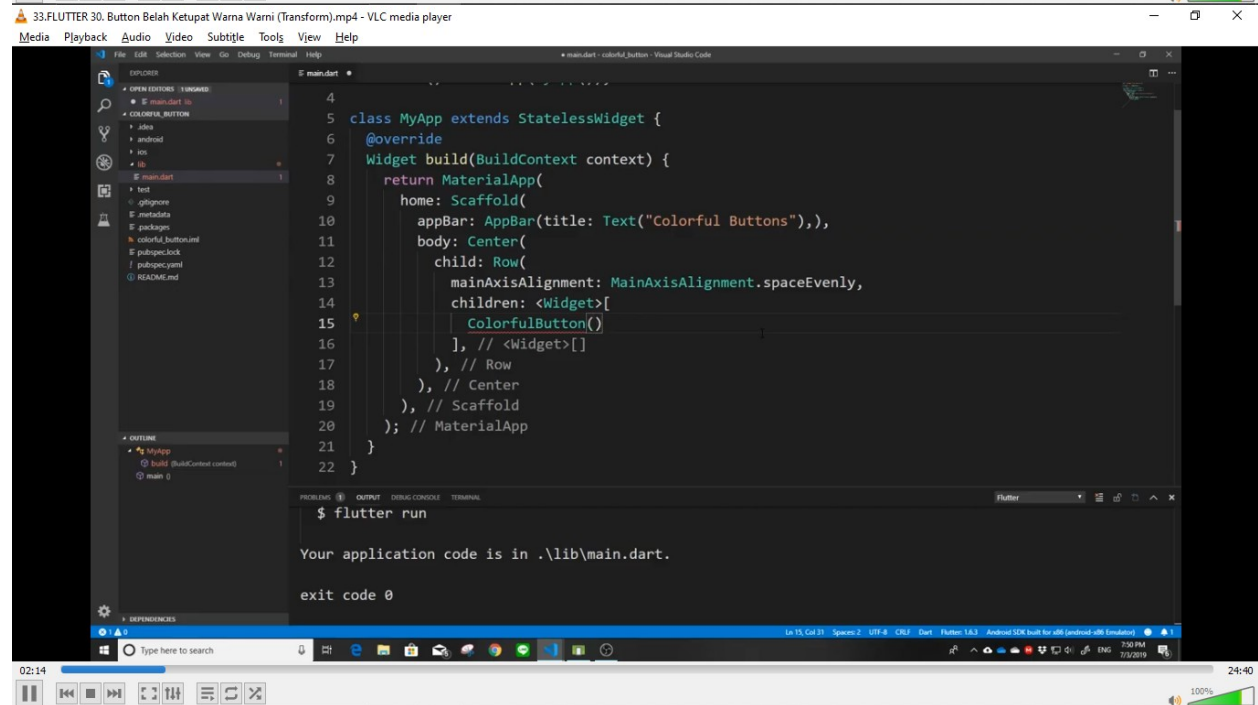
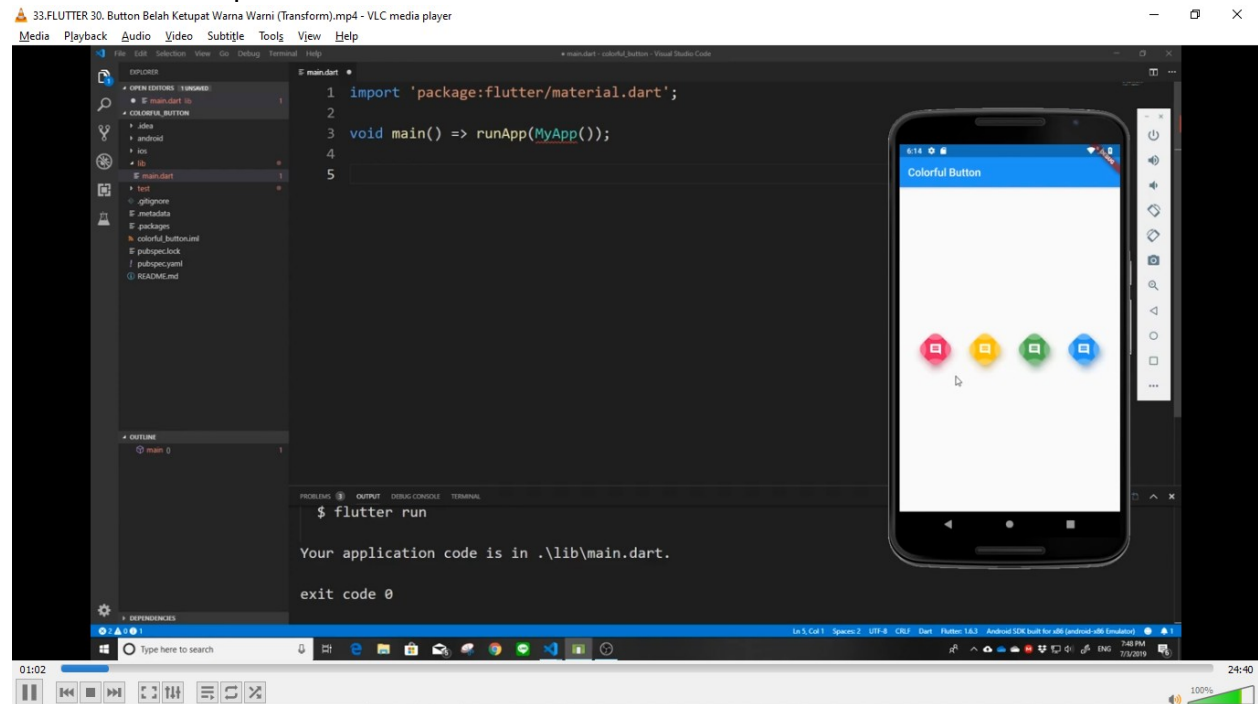
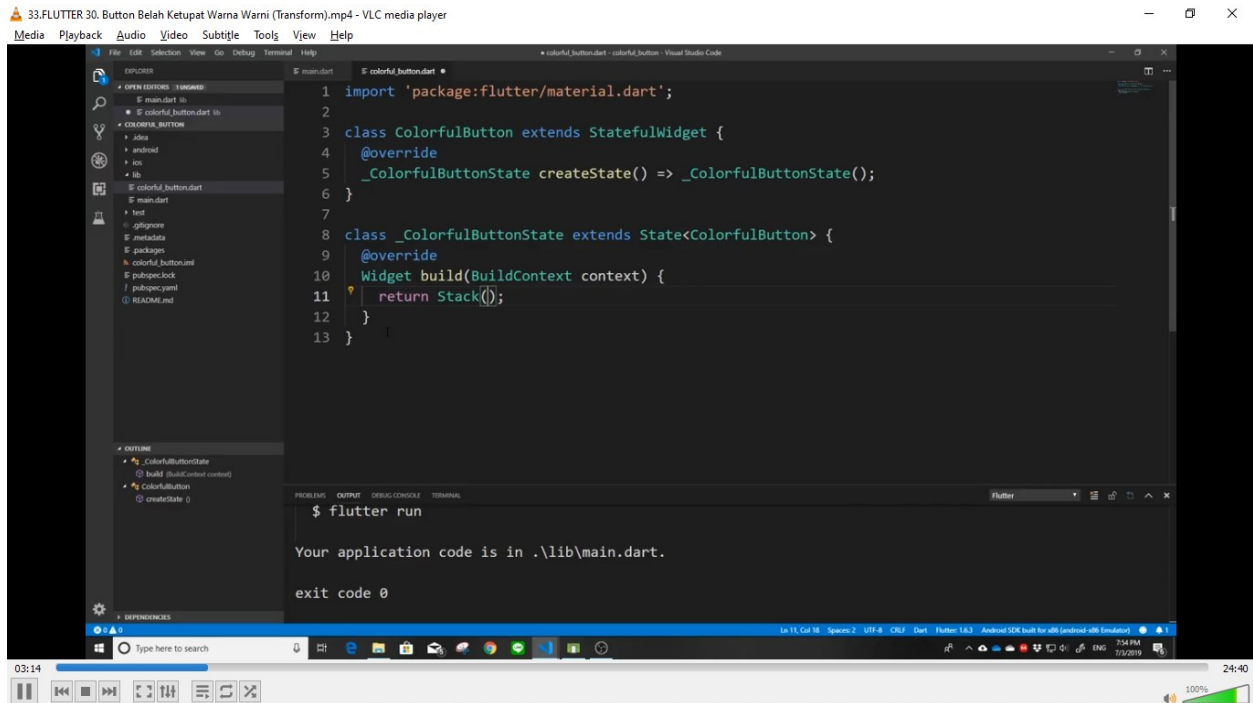


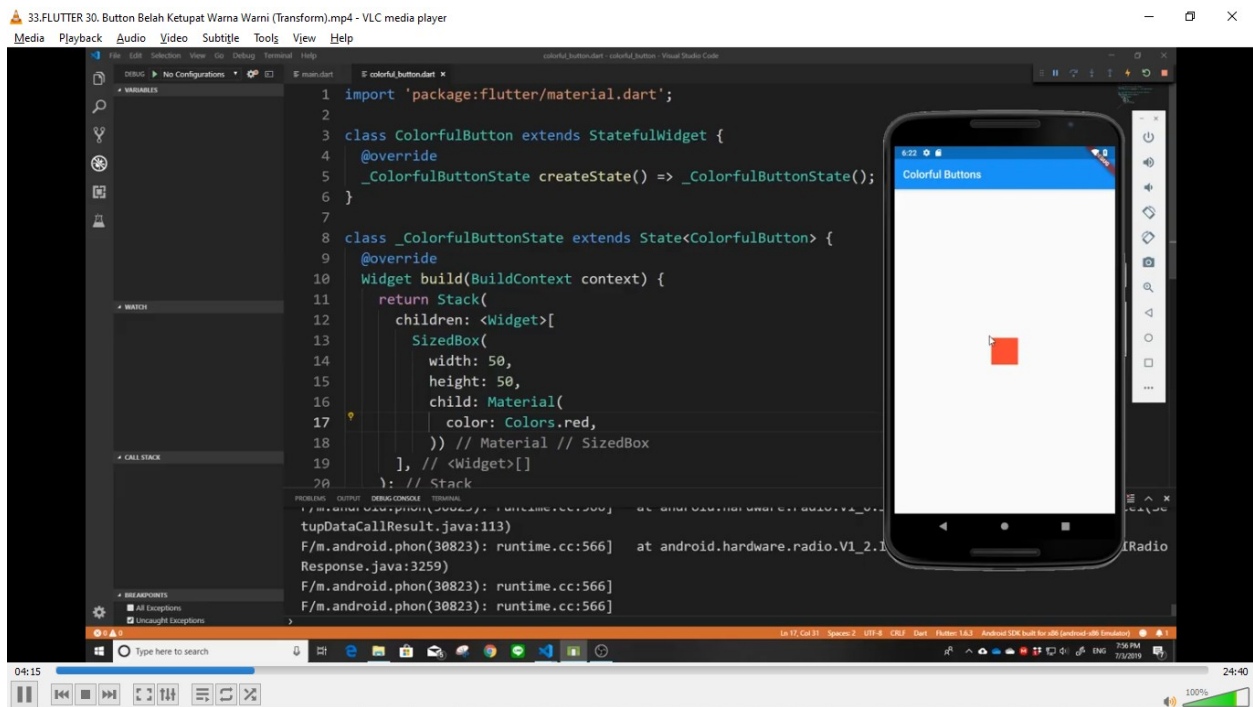
Bikin button seperti ini



Colorfulbutton belum buat
Buat di file
Import
Stf



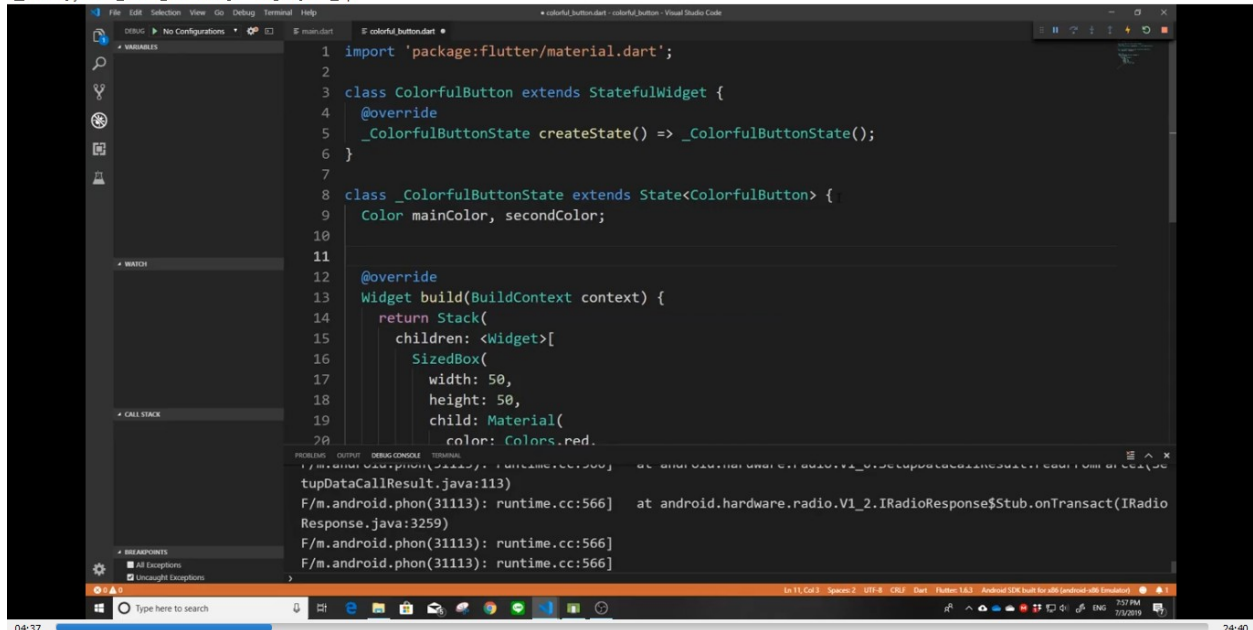
Buat stack karna kotak tumpuk dgn stack
Buat material base kotak



Buat boton butuh 2 warna buat variabel menyimpan

33.FLUTTER 30. Button Belah Ketupat Warna Warni (Transform).mp4 - VLC media player

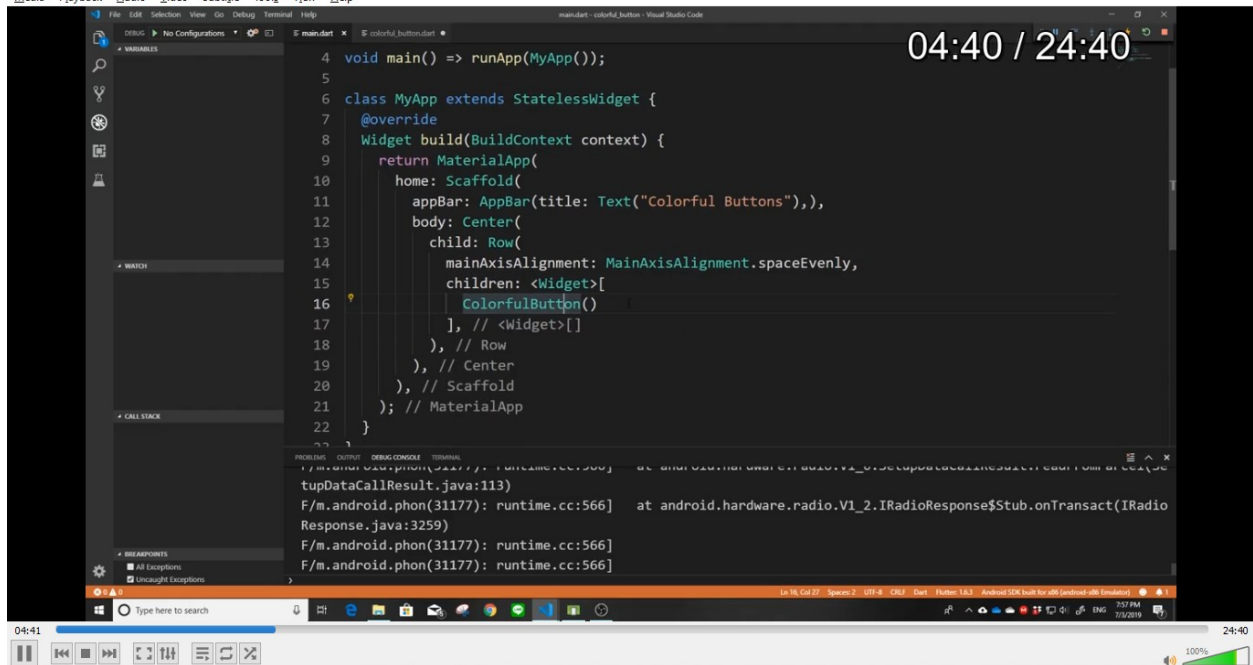
Media Playback Audio Video Subtitle Tools View Help

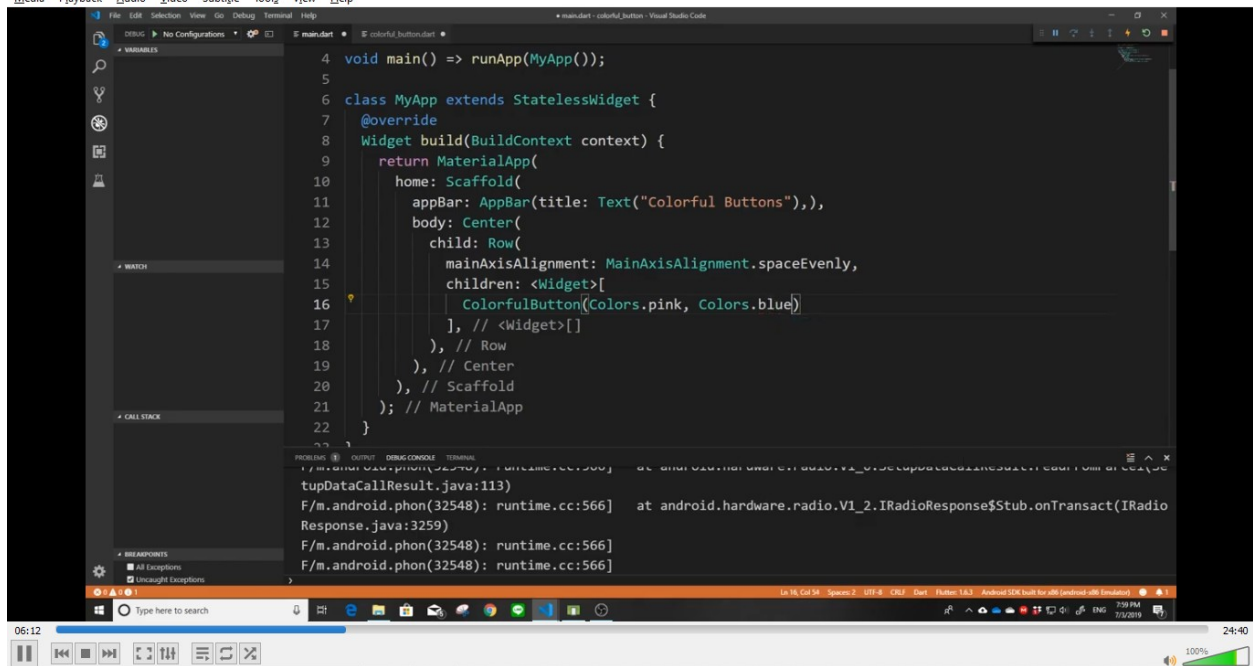
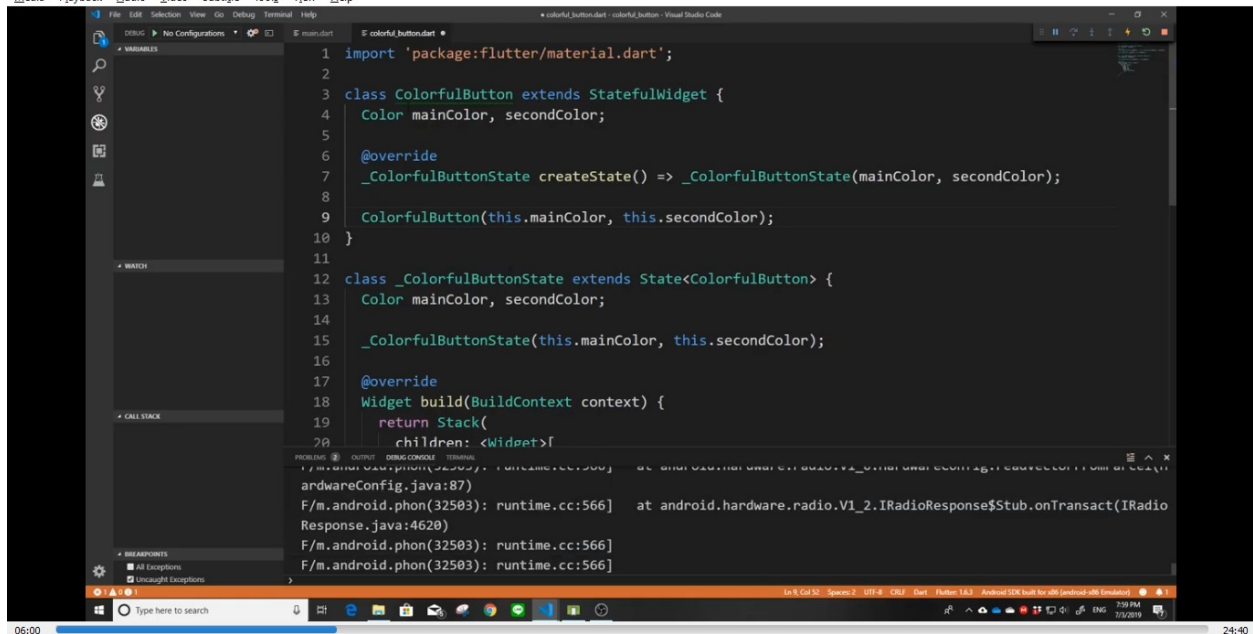


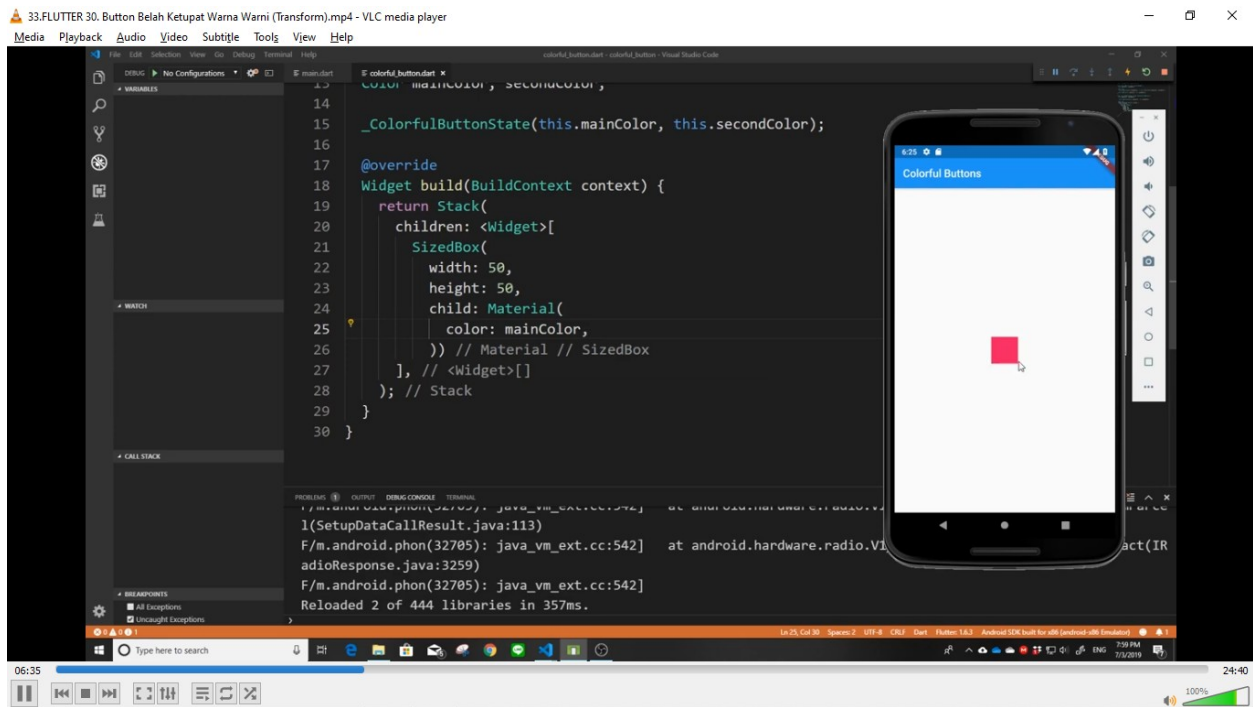
Main color dan seconcolor isi dg nkonstruktro

33.FLUTTER 30. Button Belah Ketupat Warna Warni (Transform).mp4 - VLC media player

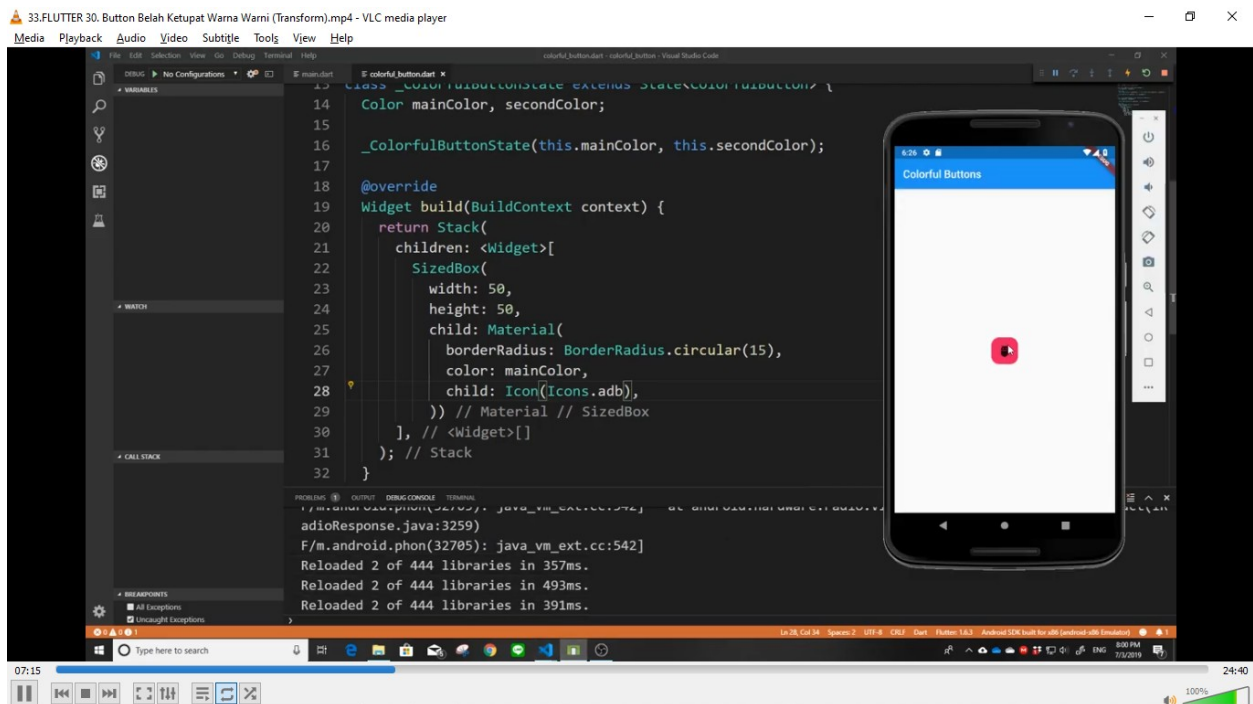
Media Playback Audio Video Subtitle Tools View Help



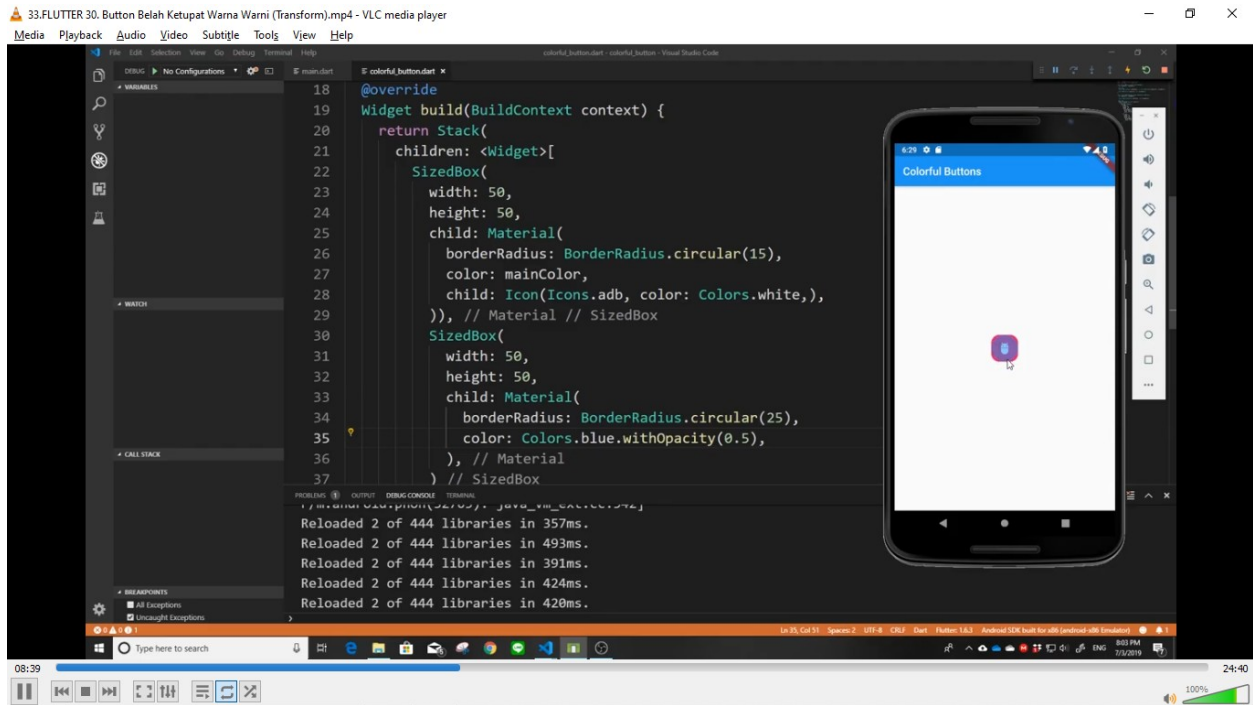




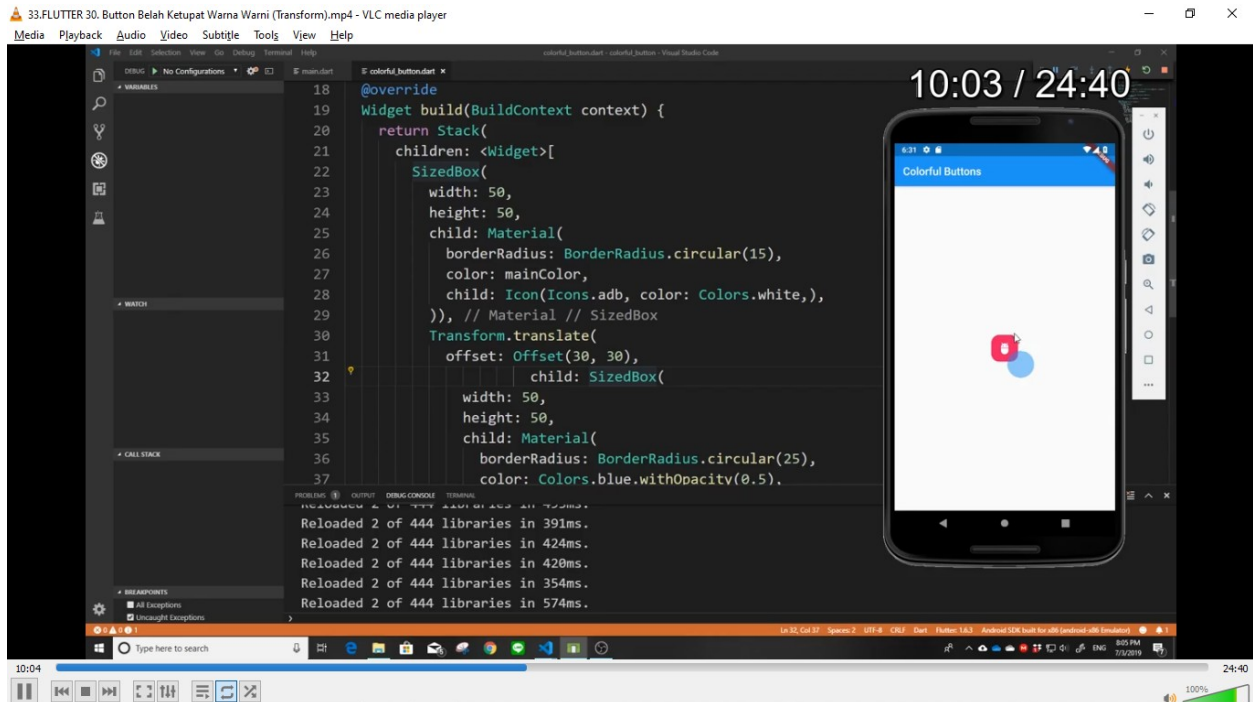
Ujung2



Lingkaran putih buat sized box

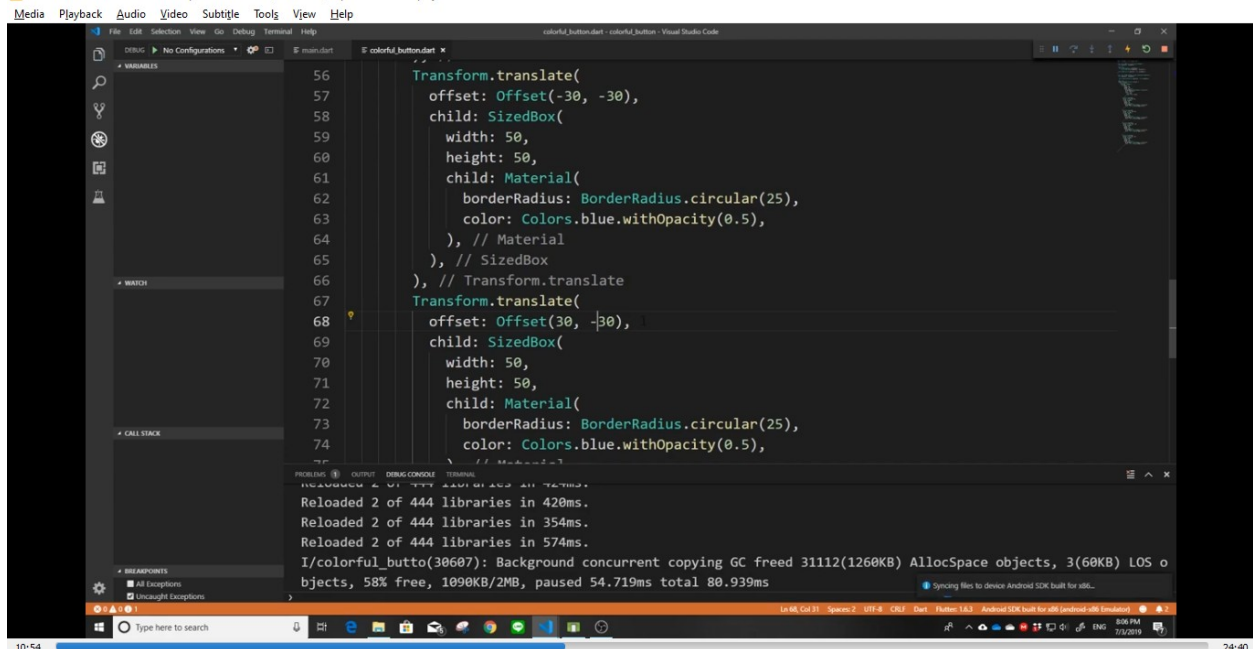


Geser ke atas
Pakai transform di sizedbox

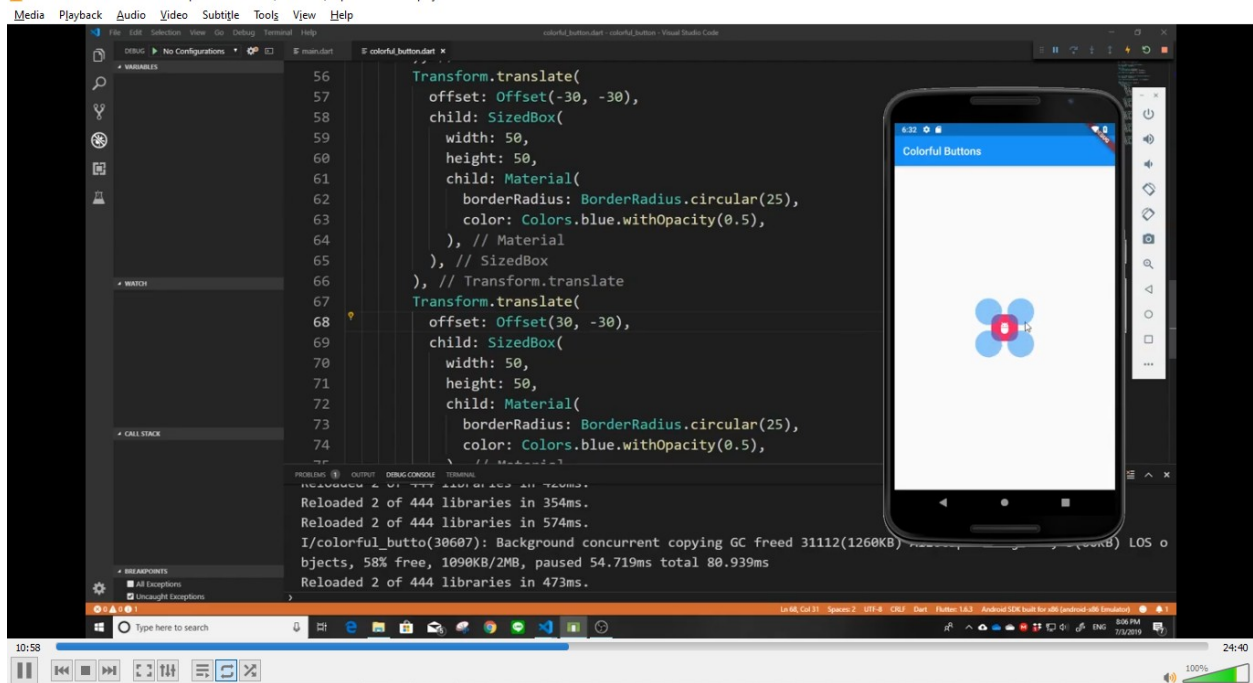


Tranform.tranlase copy
Tambah 3

33.FLUTTER 30. Button Belah Ketupat Warna Warni (Transform).mp4 - VLC media player

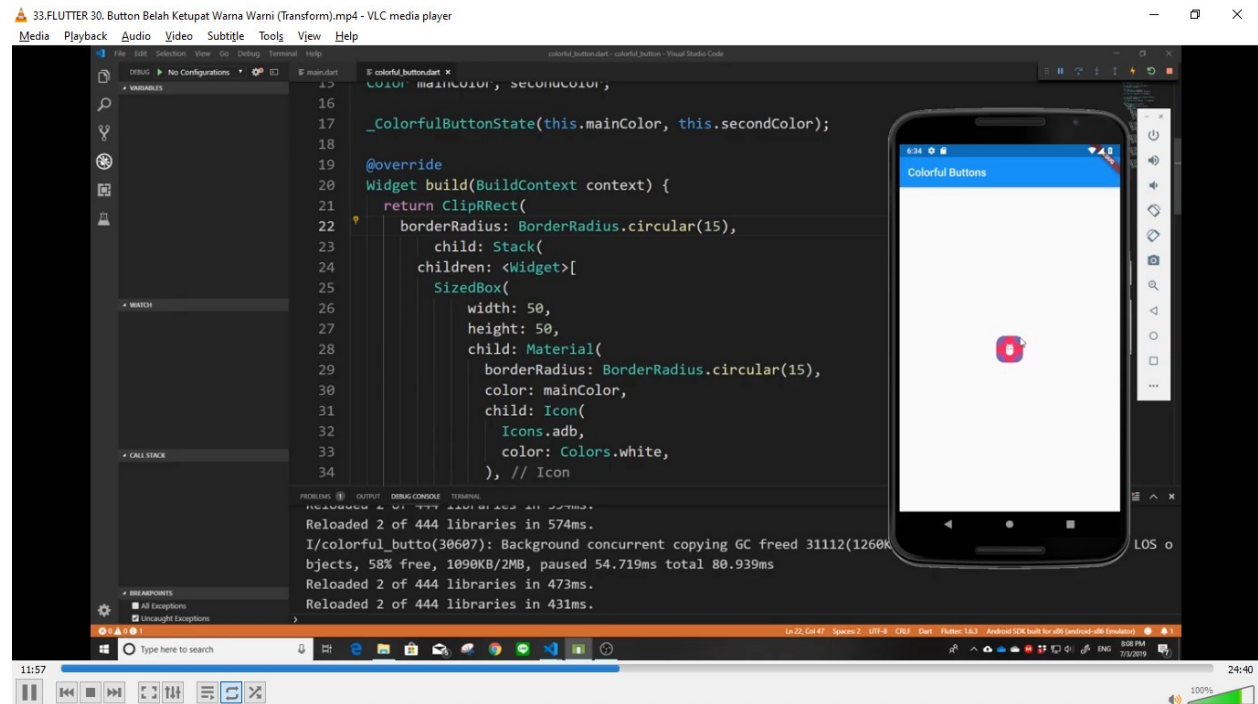


33.FLUTTER 30. Button Belah Ketupat Warna Warni (Transform).mp4 - VLC media player

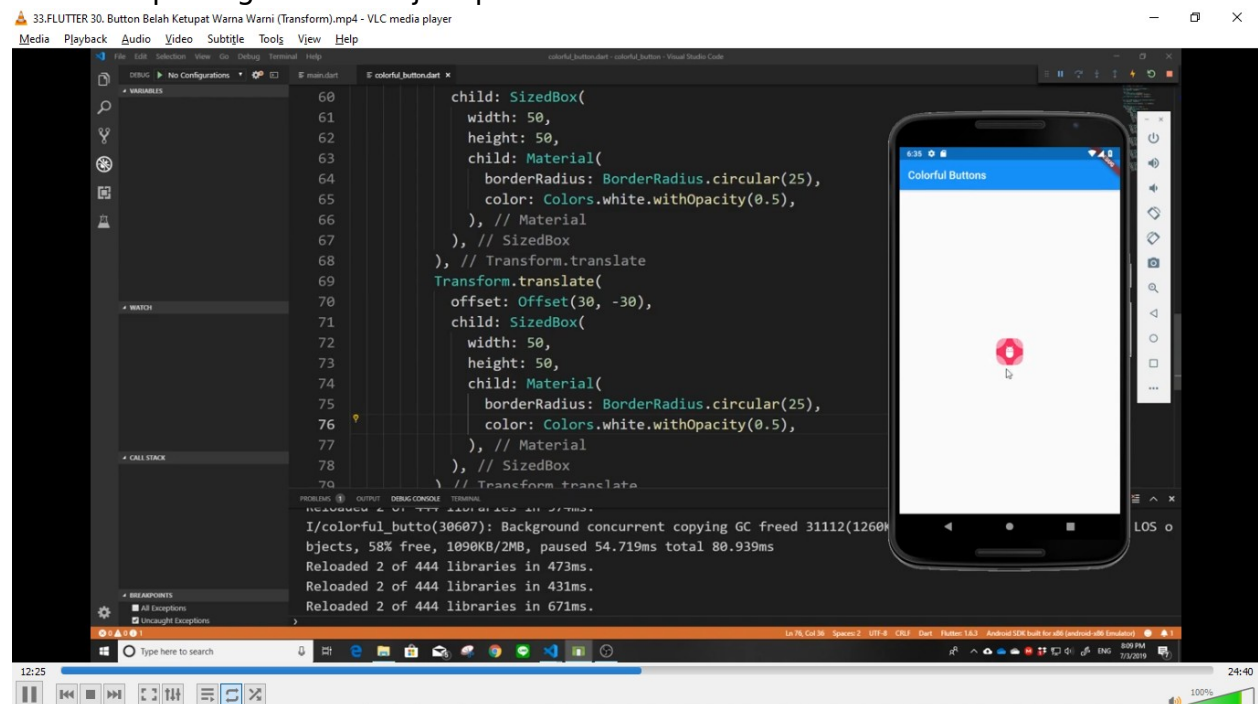


Maka sudah 4 sisi maka kita potong

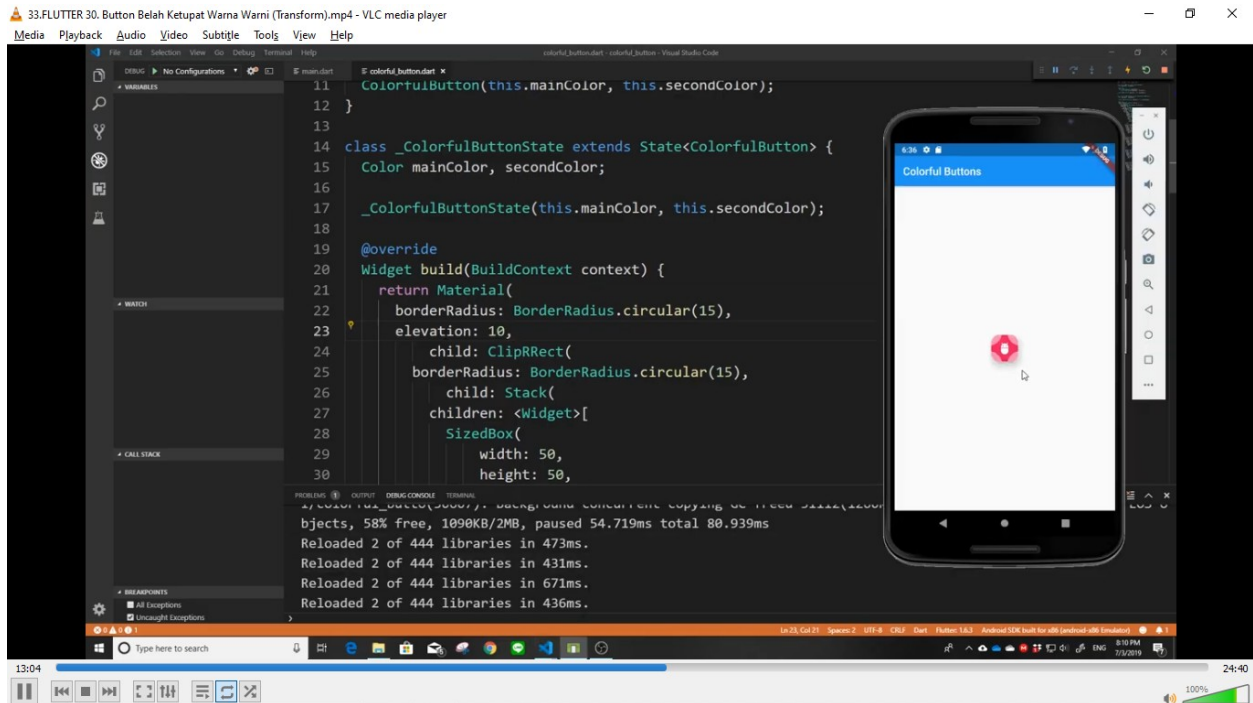
distack



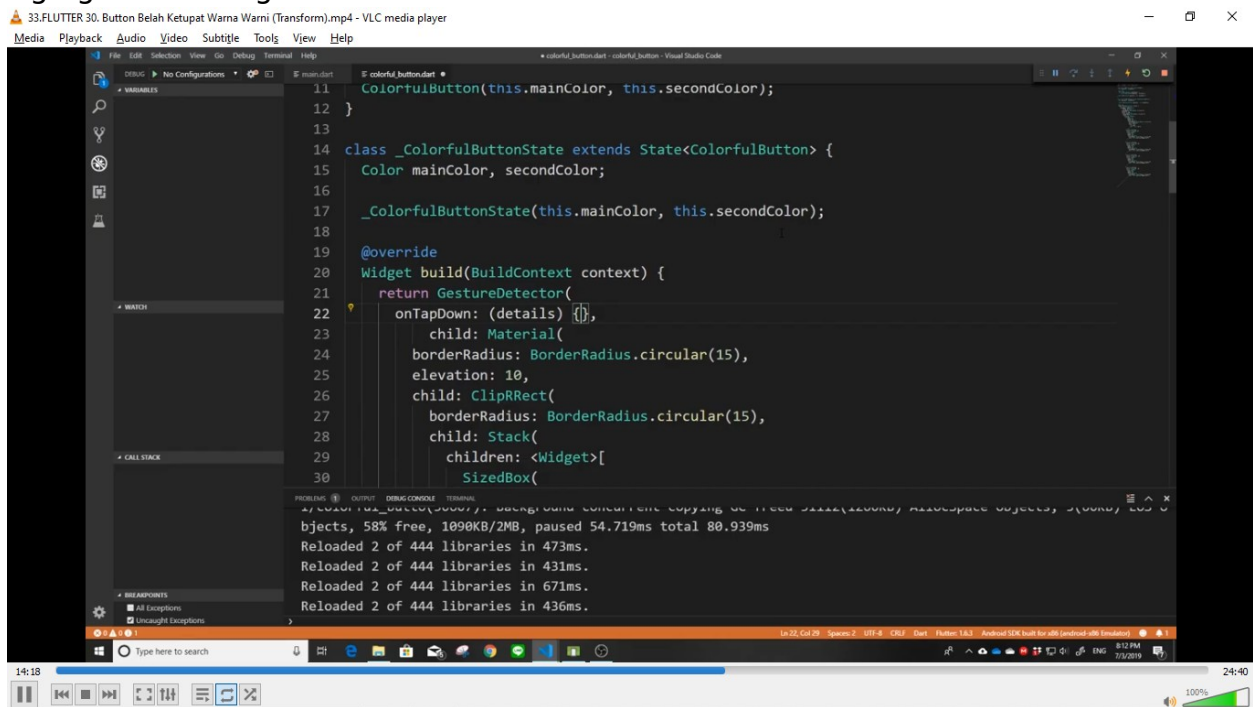
sudah terpotong ubah menjadi putih



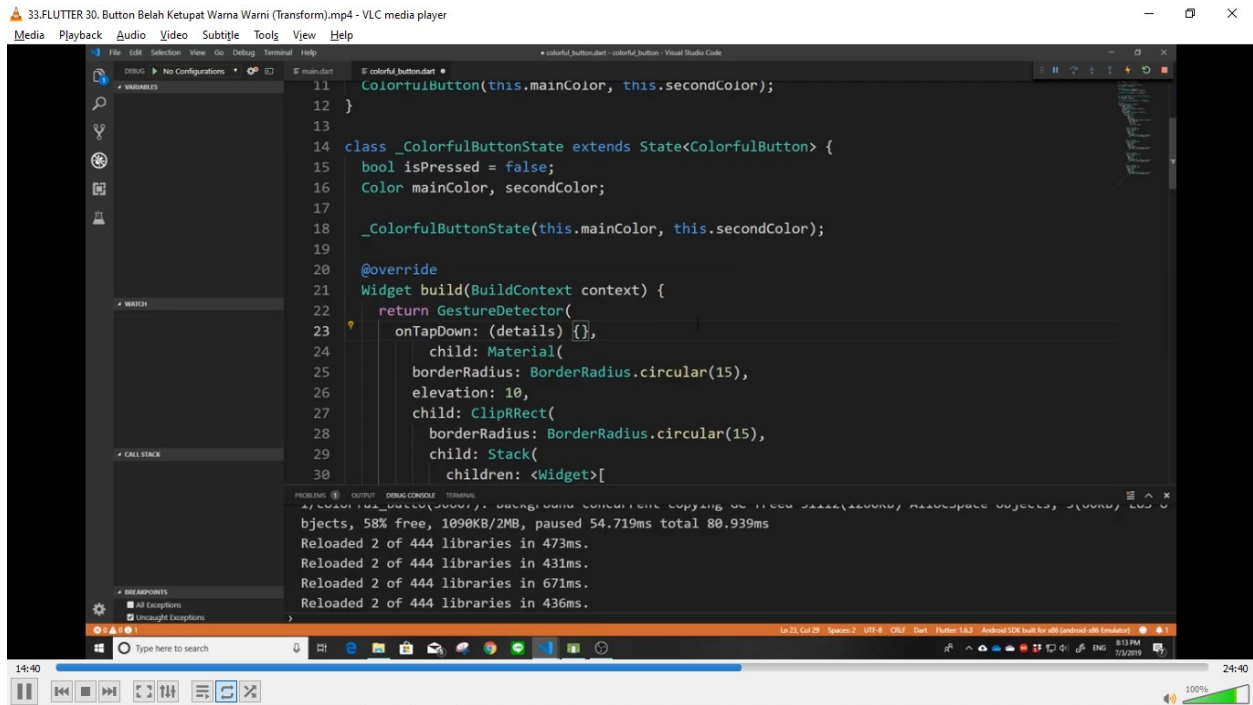
Bayangan nya



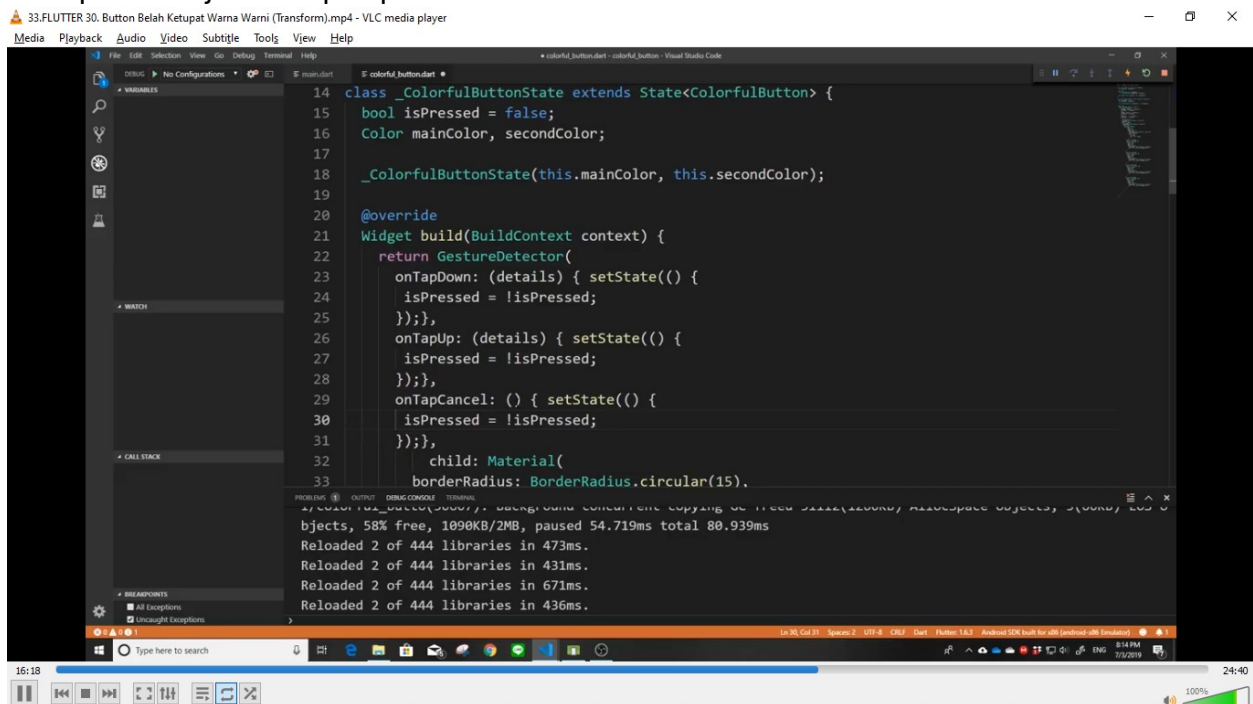
Ingin bayang juga berubah2 saat diklik juga berubah bungkus lagi material
Dgn gesturedetektor



Buat satu boolean itu ditekan atau gk

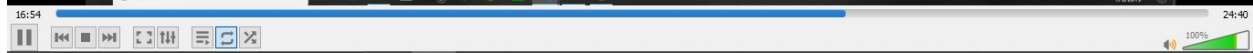
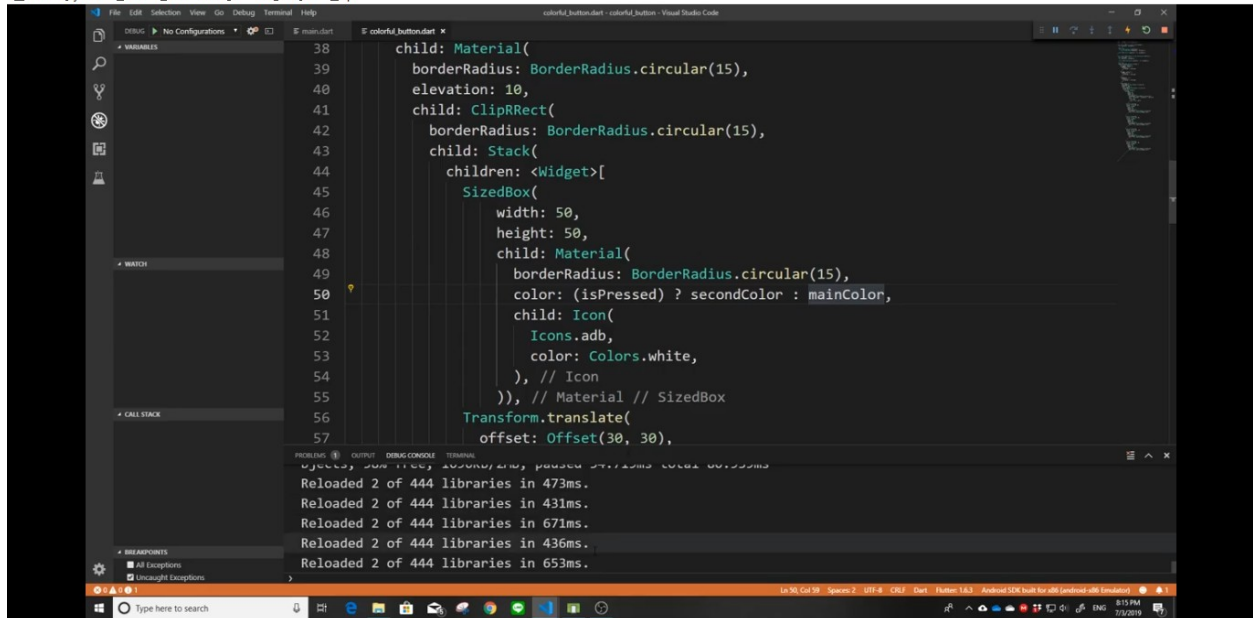


Saya ubah
Tadi false jadi true
Ontap juga sama
OntapCencel jika ditap tapi cencel



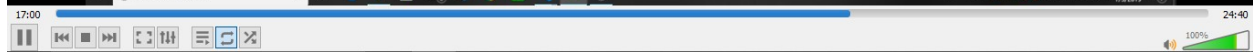
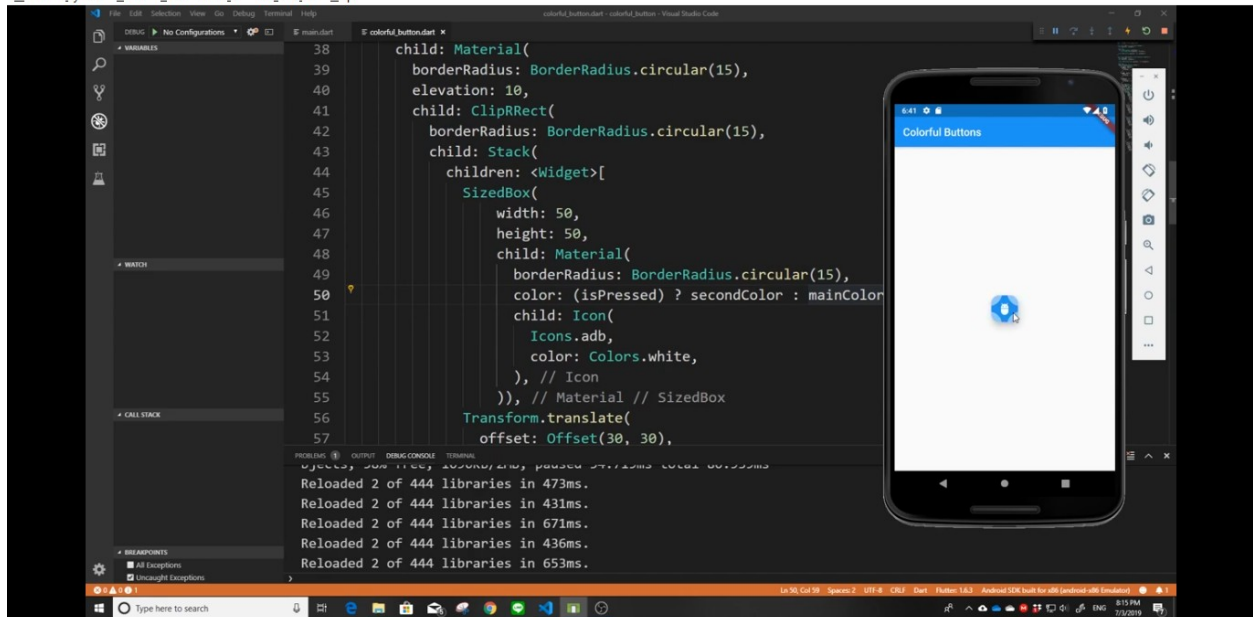
33.FLUTTER 30. Button Belah Ketupat Warna Warni (Transform).mp4 - VLC media player

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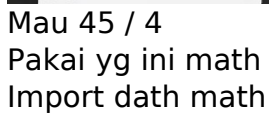
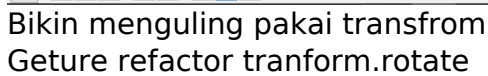


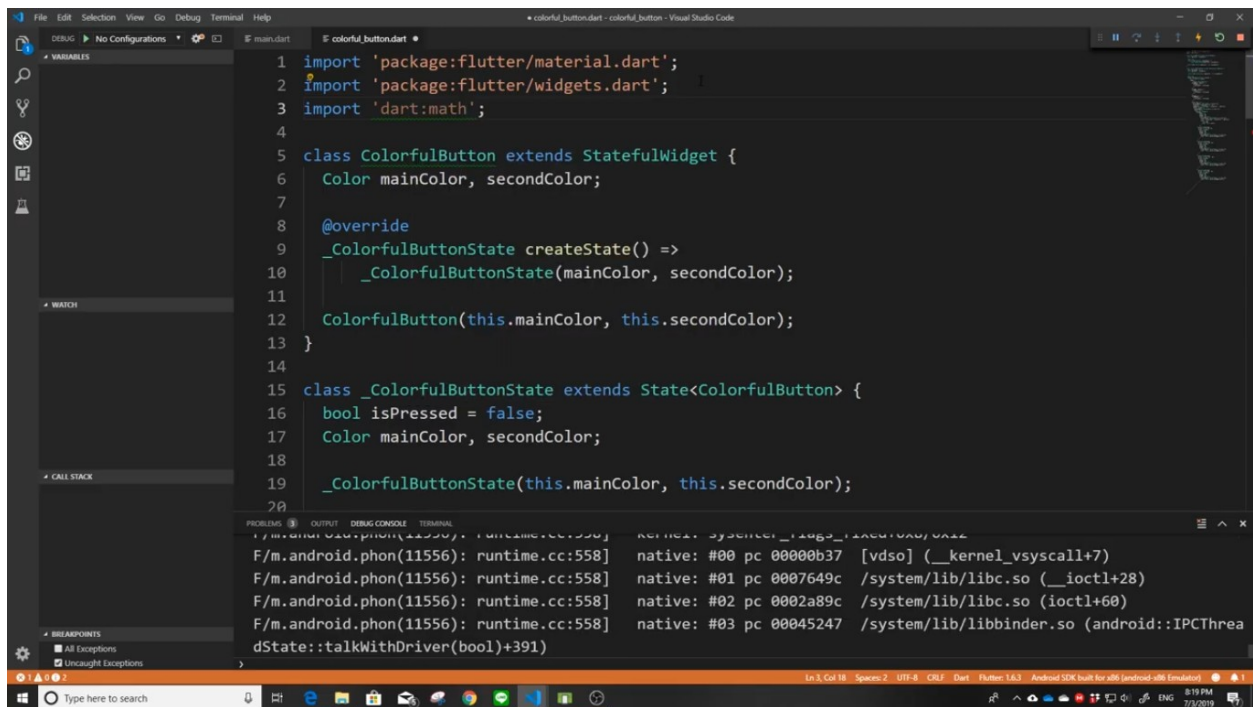
33.FLUTTER 30. Button Belah Ketupat Warna Warni (Transform).mp4 - VLC media player

Media Playback Audio Video Subtitle Tools View Help



shadow





```
1 import 'package:flutter/material.dart';
2 import 'package:flutter/widgets.dart';
3 import 'dart:math';
4
5 class ColorfulButton extends StatefulWidget {
6   Color mainColor, secondColor;
7
8   @override
9   _ColorfulButtonState createState() =>
10     _ColorfulButtonState(mainColor, secondColor);
11
12   ColorfulButton(this.mainColor, this.secondColor);
13 }
14
15 class _ColorfulButtonState extends State<ColorfulButton> {
16   bool isPressed = false;
17   Color mainColor, secondColor;
18
19   _ColorfulButtonState(this.mainColor, this.secondColor);
20 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

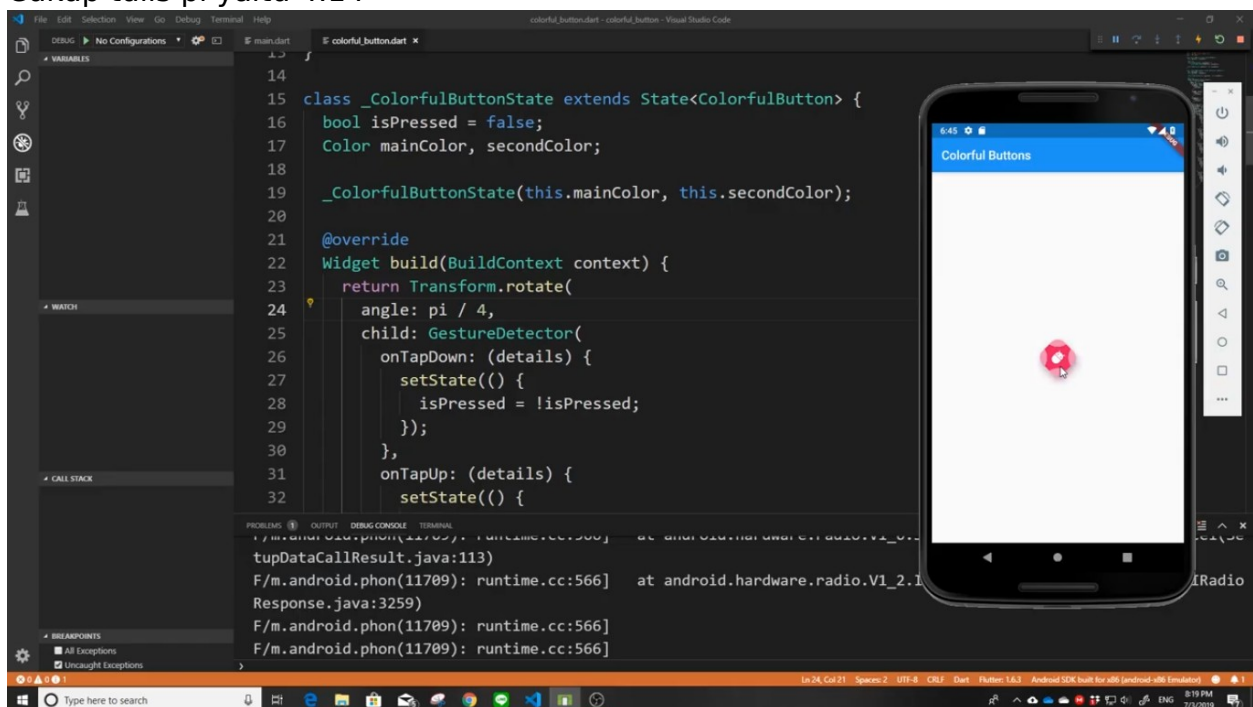
F/m.android.phon(11556): runtime.cc:558] native: #00 pc 0000b37 [vdso] (__kernel_vsyscall+7)

F/m.android.phon(11556): runtime.cc:558] native: #01 pc 0007649c /system/lib/libc.so (__ioctl+28)

F/m.android.phon(11556): runtime.cc:558] native: #02 pc 0002a89c /system/lib/libc.so (ioctl+60)

F/m.android.phon(11556): runtime.cc:558] native: #03 pc 00045247 /system/lib/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+391)

Cukup tulis pi yaitu 4.14



```
14
15 class _ColorfulButtonState extends State<ColorfulButton> {
16   bool isPressed = false;
17   Color mainColor, secondColor;
18
19   _ColorfulButtonState(this.mainColor, this.secondColor);
20
21   @override
22   Widget build(BuildContext context) {
23     return Transform.rotate(
24       angle: pi / 4,
25       child: GestureDetector(
26         onTapDown: (details) {
27           setState() {
28             isPressed = !isPressed;
29           });
30         },
31         onTapUp: (details) {
32           setState() {
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

tupDataCallResult.java:113)

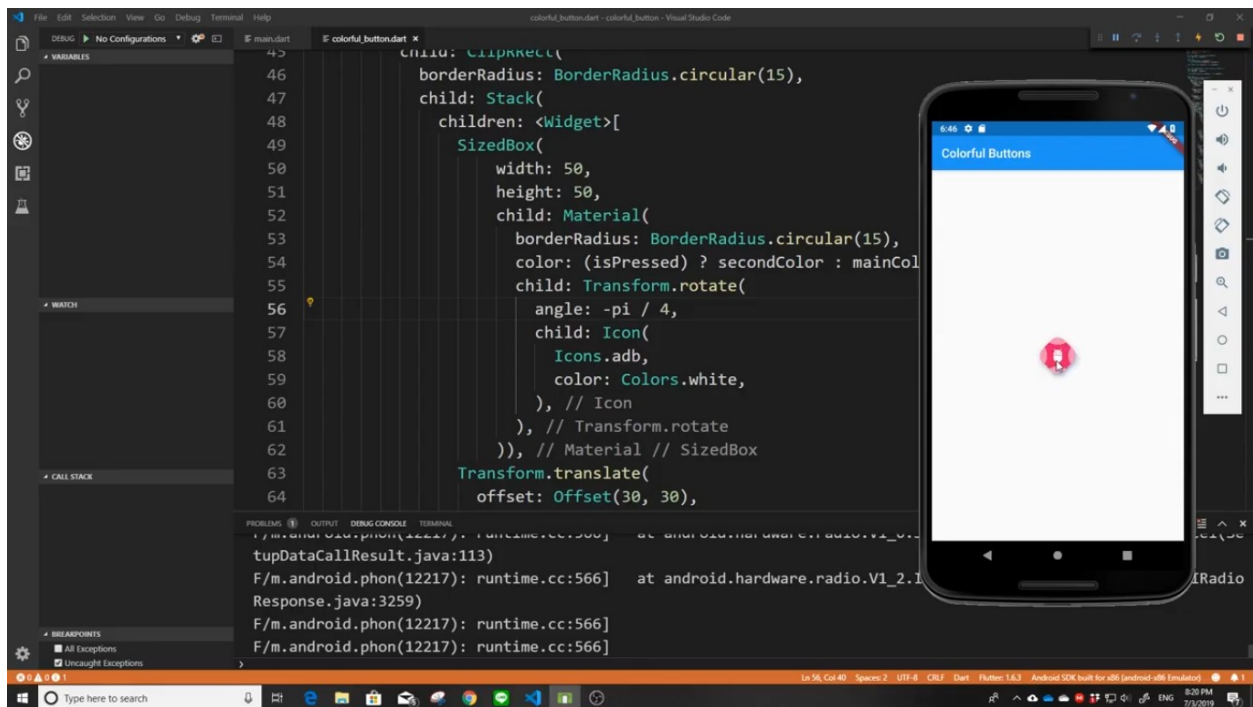
F/m.android.phon(11709): runtime.cc:566] at android.hardware.radio.V1_2.1

Response.java:3259)

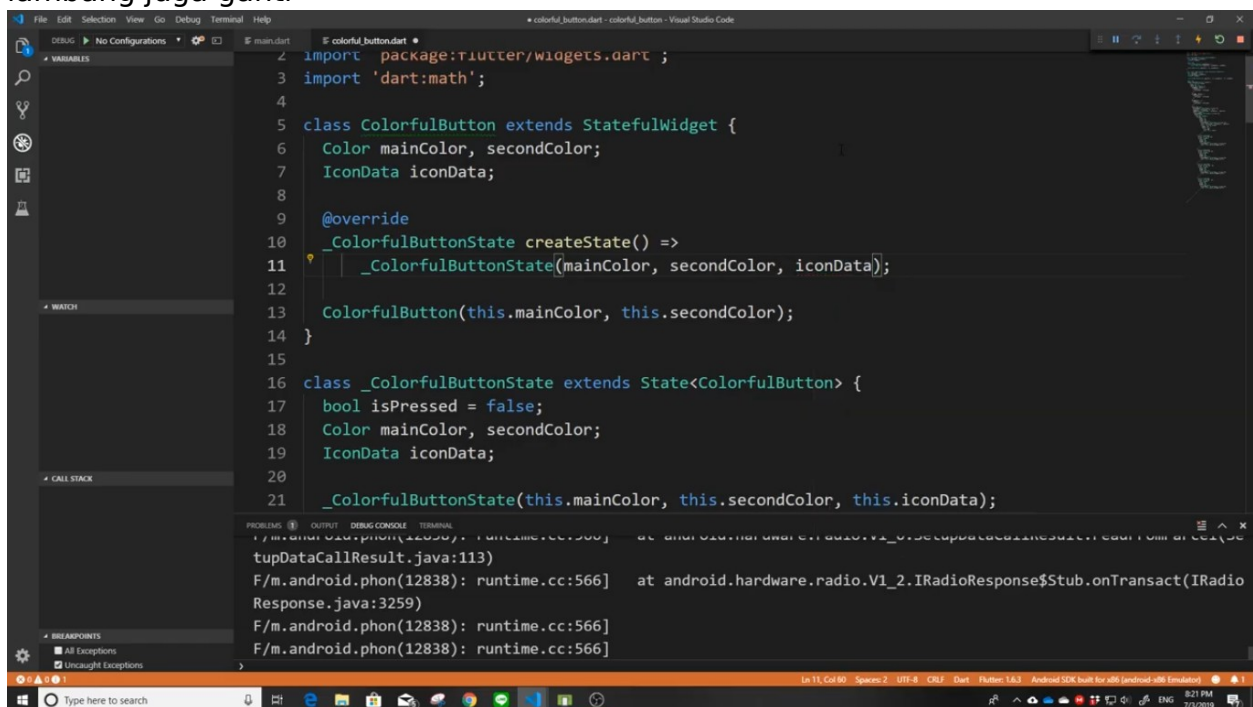
F/m.android.phon(11709): runtime.cc:566]

F/m.android.phon(11709): runtime.cc:566]

Disini lambang andorid putar maka putar juga



lambang juga ganti



Didepan juga harus ganti

